

INDIANA JONES and the Last Crusade

Indiana Jones™ and the Last Crusade is an exciting multi-level game in which you control Indy in his search for various artifacts. There is an important artifact on each level. The objective of the game is to fight your way through each level and collect the artifact. Once the artifact is collected, then you need to fight your way to the end of the level.

Each level presents a different challenge and tasks. On level 1 you need to collect the Cross of Coronado but remember to collect the torches or it will get dark and difficult to see your way around the caves. Once you have the Cross you need to escape over the top of the train.

Level 2 takes you deep within the catacombs. When the catacombs were built, secret archways were constructed to hinder false searchers. Presented with 6 arches, the true searcher finds the correct arch and continues on his search. The false searcher unable to choose the right arch is doomed to wander the catacombs in vain, unable to find the Crusader's Shield that lies there. When beginning this level you will see the arches, and above each arch is a coded hieroglyphic. These change daily and the date is shown above the arches. To find the correct arch, look up the date on the grid shown on the back page of the Byzantine Crusader and enter through the arch that matches the code you find. Once you have found the shield, you need to scale the castle wall, but beware of the lightning.

JANUARY	FEBRUARY	MARCH	APRIL	MAY	JUNE
1 △△△	▷ □	▷ □ △	4 ▷ △	△ □ □	○ ○ □
2 △△△	△ □ □	□ □ □	□ □ □	□ □ □	4 □ □
3 △○△	○ □ □	○ □ □	○ □ □	○ □ □	4 □ □
4 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
5 △△○	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
6 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
7 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
8 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
9 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
10 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
11 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
12 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
13 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
14 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
15 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
16 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
17 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
18 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
19 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
20 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
21 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
22 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
23 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
24 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
25 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
26 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
27 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
28 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
29 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
30 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
31 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □

JULY	AUGUST	SEPTEMBER	OCTOBER	NOVEMBER	DECEMBER
1 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
2 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
3 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
4 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
5 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
6 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
7 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
8 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
9 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
10 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
11 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
12 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
13 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
14 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
15 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
16 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
17 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
18 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
19 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
20 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
21 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
22 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
23 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
24 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
25 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
26 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
27 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
28 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
29 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
30 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □
31 □○△	○ □ □	○ □ □	○ □ □	○ □ □	○ □ □

Level 3 and the game moves onto the airship. Search for the Grail Diary that Indy's father has lost here. Be careful to pick up the passes as you move. They are made of flimsy paper and fall apart after a short time. If Indy does not have a pass the alarm will be raised, making your task more difficult.

And finally to Level 4. Dr. Jones Sr. has been shot and his only hope is that Indy can get to the Holy Grail in time. With dad's heart gradually turning to stone, you must guide Indy quickly, but safely past the traps set by the Crusade knights. Time is your enemy and only the brave will make it in time.

GAMEPLAY CONTROLS

C64

Joystick operation in Port 2 only.

Spectrum

Joystick operation, either Kempston, Sinclair 1 or Sinclair 2.

Keyboard operation, QAOP & Space for Up/Down/Left/Right & Fire.

H will Pause and Unpause the game.

Shift T will abort the current game.

Amstrad

Joystick operation as normal.

Keyboard operation, QAOP & Space for Up/Down/Left/Right & Fire.

DEL will Pause and Unpause the game.

Shift/ESC will abort the current game.

TM & © 1989 Lucasfilm Ltd. (LFL). Indiana Jones, Indy and Lucasfilm Games are trademarks of Lucasfilm Ltd. All rights reserved.



ocean is a registered trademark of Ocean Software Limited.

COMMODORE

LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP keys simultaneously. Follow the screen instruction - PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instructions.

DISK

Select 64 mode. Turn on the disk drive insert the program into the drive with the label facing upwards type LOAD "*,8,1 (RETURN) the introductory screen will appear and the program will then load automatically.

The game is multiload. When you die or finish the game please rewind tape to the beginning of Side B. Follow on Screen Instructions.

SPECTRUM

LOADING

- Place the cassette in your recorder ensuring that it is fully rewound.
- Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
- If the computer is a Spectrum 48K or Spectrum+ Type LOAD"(ENTER). (Note there is no space between the two quotes). The " is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.
- Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone control and consulting Chapter 6 of the Spectrum manual.
- If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.

ocean

ENGLISH

SPECTRUM / AMSTRAD CPC / COMMODORE

AMSTRAD

LOADING

CPC 464

Place the rewound cassette in the cassette deck, type RUN" and then press ENTER key. Follow the instructions as they appear on screen. If there is a disk drive attached then type | TAPE then press ENTER key. Then type RUN" and press ENTER key. (The | symbol is obtained by holding shift and pressing the @ key).

CPC64 + 6128

Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type | TAPE then press RETURN key. Then type RUN" and press RETURN key and follow the instructions as they appear on screen.

DISK - CPC 464

Insert the program disk into the drive with the A side facing upward. Type | DISC and press ENTER to make sure the machine can access the disk drive. Now type RUN" DISC and press ENTER. The game will now load automatically.

DISK - CPC64 6128

Insert the program disk into the drive with the A side facing upward. Type | DISC and press RETURN to make sure the machine can access the disk drive. Now type RUN" DISC and press RETURN. The game will now load automatically.



Patrolman Murphy was the 32nd cop to be gunned down in Detroit since Security Concepts Inc. took control of the police department. It was the opportunity OCP had been waiting for... They took what was left of Murphy and turned him into a deadly killing machine with a reinforced titanium body, an erased memory and a programmed mind. However they could not completely wipe out the memory of his horrific ordeal and he sets out to track down the gang responsible. In this game you are Robocop! You are the future of law enforcement.

AMSTRAD CONTROLS

JOYSTICK PORT 1 OR KEYBOARD

BATMAN™ A LEGEND HAS RETURNED.

BRUCE WAYNE™, The multi-millionaire head of the Wayne Foundation is an unassuming, quiet type of guy. However, when night falls and evil stalks the streets, he sheds his daytime persona and becomes the masked vigilante of GOTHAM CITY™ - BATMAN!

Crusading against crime from the rooftops of the sickened city, his objective becomes the elimination of Gus Grissom's criminal empire; in particular, the conquest of JACK NAPIER™, the psychotic second-in-command.

Napier was the most cunning and sadistic force in Gotham anyway, but when a accident befell him, twisting him both physically and mentally, he became the ultimate criminal - THE JOKER™.

You control the CAPED CRUSADER™ in five different scenarios as he is pitted against his malevolent nemesis in the life or death struggles that ensue.

THE ULTIMATE MOVIE INSPIRES THE ULTIMATE GAME...PLAY BATMAN.

COMMODORE

CONTROLS

THE GAME IS CONTROLLED BY JOYSTICK ONLY
KEYBOARD

F1 = MUSIC ON
F3 = SOUND EFFECTS ONLY
F5 = PAUSE ON
F7 = PAUSE OFF
RUN/STOP = ABORT GAME

SPECTRUM / AMSTRAD

NOTE:

128k: One load
48k: Three loads. - On the 48k Spectrum this game loads in 3 parts. When each part has finished loading, stop the tape so the next part can be loaded when you are ready.

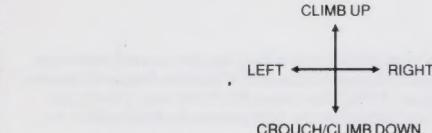
The game is controlled by either joystick or keyboard.
The keyboard is redefinable.

PRE-SET KEYS

Q = UP
A = DOWN
K = LEFT
L = RIGHT
SPACE = FIRE
S = PAUSE

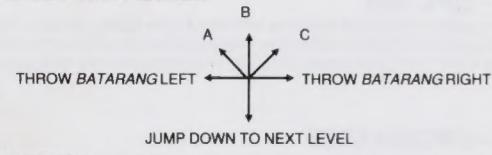
JOYSTICK - ALL FORMATS

SECTION 1 AND 5



FIRE - THROW BATARANG™

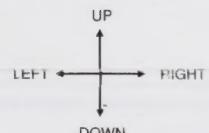
WITH FIRE BUTTON PRESSED



A = FIRE ROPE UP - LEFT B = FIRE ROPE UP C = FIRE ROPE UP - RIGHT

SECTION 2 - BATMOBILE™

Joystick moves BATMOBILE in corresponding directions.



FIRE - Fire 'batrope' up. If the BATMOBILE is going past a lamp post then the rope will wrap around it and the BATMOBILE will swing round the corner.

FIRE AND UP - If the BATMOBILE is near a corner then it will swing round the corner without using the 'batrope'.

NOTE: Using the 'batrope' to turn a corner is the quickest. The BATMOBILE will only turn a corner if it is near one.

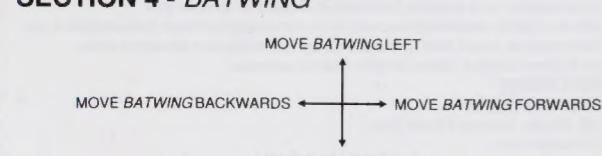
SPECTRUM AND AMSTRAD USERS PLEASE NOTE
IF THE BATMOBILE GOES PAST A CORNER YOU MAY TURN ROUND BY PRESSING FIRE AND LEFT.

SECTION 3 - BATCAVE™ CHEMICAL ANALYSIS

Move the joystick left or right to select a cosmetic and press fire to enter it into the combination.



SECTION 4 - BATWING™



STATUS AND SCORING

The panel shows present score, lives, time and BATMAN's energy. BATMAN's face represents full energy. THE JOKER's face represents no energy. When THE JOKER's face is fully visible then BATMAN will lose a life. If time runs out on any level BATMAN will lose a life.

A bonus will be awarded for completing each level.
The score is achieved on each level as follows:-

LEVELS 1 AND 5

SHOOTING THE JOKER'S HENCHMEN
SHOOTING JACK NAPIER (LEVEL 1)
SHOOTING THE JOKER (LEVEL 5)

LEVEL 2

Points are scored by progressing further along the road. A bonus is awarded on reaching the BATCAVE based on the amount of time remaining.

LEVEL 3

The score is based on the amount of time taken to find the correct combination.

LEVEL 4

Points are awarded for every balloon you cut free.

ENERGY IS REDUCED AS FOLLOWS:-

LEVELS 1 AND 5

Running into policemen or THE JOKER's henchmen.
Standing under acid drops or in the way of bursts of gas from pipes.
Falling down too far.
Swinging on the rope into a wall.
Being hit by bullets and grenades.
Walking on spiked floors.

LEVEL 2

Hitting other cars

LEVEL 4

Hitting balloons instead of cutting ropes.

Allowing balloons to burst before you cut the ropes.

GAMEPLAY

Section 1 - Axis Chemical Plant

As BRUCE WAYNE, you overhear Commissioner Gordon telling the Mayor of an attack on the Axis Chemical Plant by JACK NAPIER and his henchmen. Acting swiftly, you don your black costume and make your way to the scene. Once inside the factory, you must move towards the exit (and Napier) on the far right of the map. You will meet assorted criminals along the way, some of whom will attack you physically, some will shoot at you and some will throw grenades. Avoid, also, leaking chemical droplets and gas bursts at various points on your route.

You can sustain a limited amount of hits as your body armour affords a certain degree of protection, but your energy can get depleted quite rapidly if you do not try to defend yourself.

Use the BATARANG to throw at your attackers, and your 'batrope' to access levels above, by shooting a grappling device from your belt and reeling yourself up.

On the final screen of this level, you will confront Napier himself. If you defeat him, he will fall into a vat of toxic chemical waste which will disfigure his appearance and mind. You have created the Joker!

Section 2 - The Streets of GOTHAM CITY (1)

Having rescued Vicky Vale from the clutches of THE JOKER in the Flugelheim Museum, you must make good your escape in the BATMOBILE.

Racing at high speeds through the streets of GOTHAM CITY, you must avoid both THE JOKER'S vehicles and the police who have set up road blocks, as they are still unsure which side of the law you are on.

Your BATMOBILE is equipped with a sophisticated radar which will indicate the direction you must follow in order to escape safely. If you do not maintain a high speed, THE JOKER will catch you up and inflict damage upon the BATMOBILE, as will any collisions with other cars.

The BATMOBILE is also equipped with a rope and grapnel. If, whilst travelling at high speeds, you wish to make a fast turn, shoot the grapnel out at a lamppost on the street corner; if timed correctly, this will enable you to make the turn without speed loss.

Section 3 - The BATCAVE

The JOKER has invented a compound, "Smilex" which, on contact, will kill its victims, leaving a deathly rictus grin on their faces. The JOKER has 'spiked' certain everyday consumables with elements from this compound which, when mixed together, forms Smilex.

Using the powerful computer in your BATCAVE, you must, in the time given, ascertain which three objects contain those elements. As you select any three, the display will indicate how many of those you have chosen correctly. You must, by process of elimination select the exact trio of elements before the time runs out.

Section 4 - The Streets of GOTHAM CITY (2)

THE JOKER's deadliest scheme is now taking place at midnight on the Streets of GOTHAM CITY. By promising massive handouts of money to the people of Gotham, the streets are packed with masses of unsuspecting citizens.

However, all is not as it seems, for the carnival-type parade contains a sinister secret.

Inside the dozens of bright balloons is enough Smilex gas to kill the entire population of GOTHAM CITY. These balloons are about to be leaked.....

You are piloting the BATWING and must cut through the mooring ropes of the balloons with the wings of the flying craft. If you miss any of them, they will self-destruct, sending clouds of gas into the crowds, similarly if you miss the rope and hit the balloon itself, the same will occur. If, however, you slice the rope, the balloon will float harmlessly away where the gas will dissipate into the atmosphere.

Eventually, as THE JOKER learns of your interference, he will send some of his helicopters in to thwart you. Avoid these at all costs.

Section 5 - The Cathedral

Pursuing THE JOKER to Gotham Cathedral, you must negotiate the crumbling floors and avoid the rabid rats in order to confront, finally, THE JOKER on the roof. As in the Chemical Factory, you must use your BATARANG and 'batrope' to achieve this aim.

On the rooftop, you must defeat THE JOKER, or he will make his escape by helicopter and bring GOTHAM CITY to its knees.

HINTS AND TIPS

LEVELS 1 AND 5

Master control of the 'batrope'. Work out a quick route to the end. Shoot on sight.

LEVEL 2

Don't bump into other cars.
Be as quick as possible.
When the arrow indicates a turn is ahead try and move to the side of the road.

LEVEL 3

Use your brain.
Be quick (you've only got one minute).

LEVEL 4

Cut ropes cleanly.
Don't hit the balloons.

BATMAN™

Its program code, graphic representation and artwork are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Ocean Software Limited. All rights are reserved worldwide.

CREDITS

COMMODORE

Programmer - Zach Townsend
Graphics by Andrew Sleigh

SPECTRUM AND AMSTRAD

Programming by Mike Lamb
Graphics by Dawn Drake
Music and sound effects by Matthew Cannon

SPECTRUM, AMSTRAD and COMMODORE

TM & © 1989 DC COMICS INC. All rights reserved.
© 1989 Ocean Software Limited
BATMAN, THE JOKER and all related characters, slogans and indicia are trademarks of DC COMICS INC. All rights reserved.

X - RIGHT

J - UP

N - DOWN

K - FIRE

KEMPSTON or SINCLAIR joystick to control the Ghostbuster.

Spacebar toggles the weapon in use.

Press 'P' to pause the game.

Amstrad

All games can be played on joystick or keys as Spectrum.

BROADWAY

You must help the Ghostbusters reach the Museum of Art before the birth of the New Year.

The Ghostbusters are in the crown of the Statue of Liberty as it makes its way down Broadway. You control the fireball and must protect the Statue and the population of the city from the evil ghosts that are intent on your destruction.

The Statue of Liberty is powered by slime and this is represented by a glass bottle on the bottom left of the screen. Every time the Statue is hit by a ghost then the slime will decrease.

You only have a limited number of shots for each fireball and these are shown in the bottom panel. When you run out of shots the fireball dies and a new one is generated by the Statue's torch. This in turn reduces the amount of slime in the Statue because of the energy needed to create a new one.

When the fireball shoots a ghost it turns into a droplet of slime; the droplets always fall to the pavement below where they stay until a new wave of ghosts appear.

The Statue's slime can be replenished by sending the population backwards and forwards along the road ahead to pick it up - the spacebar is used for this and toggles left and right. As soon as a man touches a droplet of slime it is automatically transferred to the Statue supply.

The longest bar chart in the score panel indicates the distance travelled by the Statue.

C-64

Use joystick only to control the fireball.

Press Space bar to make men walk left/right.

Press 'P' to pause the game.

Spectrum

Keyboard controls:

Z - LEFT

X - RIGHT

J - UP

N - DOWN

K - FIRE

KEMPSTON or SINCLAIR joystick to control the fireball.

Press the spacebar to make men walk left/right.

Press 'P' to pause the game.

Amstrad

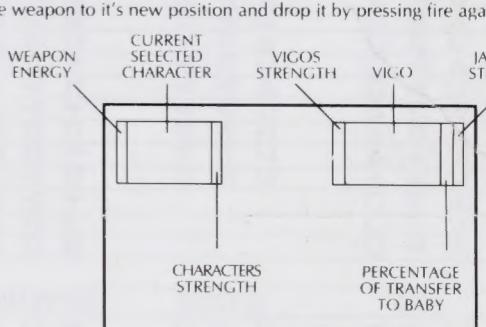
All games can be played on joystick or keys. Keys as Spectrum.

THE MUSEUM

Controlling each of the Ghostbusters you must rescue Oscar the baby and destroy Vigo the Carpathian.

When abseiling in from the roof, push up to close the Ghostbusters hands and push down to open them.

To change weapons, position the pointer over a weapon and press fire. Move the weapon to its new position and drop it by pressing fire again.



C-64

Use joystick only to control each Ghostbuster.

Press the spacebar to select each Ghostbuster.

Press return to access the weapon select screen.

Spectrum

Keyboard controls:

Z - LEFT

X - RIGHT

J - UP

N - DOWN

K - FIRE

KEMPSTON or SINCLAIR joystick to control each Ghostbuster.